 Dreamcast™

# BANGI

## GUNSHIP ELITE



T-44102N

# **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

## **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



# BANG!

## GUNSHIP ELITE

## GAME MANUAL



# TABLE OF CONTENTS

<b>1. GETTING STARTED</b>	<b>5</b>
<b>1.1 USING THE SEGA DREAMCAST UNIT</b>	<b>5</b>
<b>1.2 CONTROLS</b>	<b>8</b>
<b>1.3 MAIN MENU</b>	<b>9</b>
New Game	10
Load Game	10
Scores	11
Options	11
<b>2.4 OPTIONS</b>	<b>11</b>
Sound Options	12
<b>3. HOW TO PLAY</b>	<b>13</b>
<b>3.1 MISSION SELECTION</b>	<b>13</b>
<b>3.2 BRIEFING</b>	<b>14</b>
<b>3.3 INSIDE YOUR SHIP</b>	<b>15</b>
Cockpit	15
Maneuvering	16
Targeting System	16
Bonuses	19
Weaponry	19
Shields	20
Life	21
<b>3.4 PAUSE</b>	<b>21</b>
<b>5. CREDITS</b>	<b>22</b>
<b>6. TECHNICAL SUPPORT</b>	<b>24</b>

# GETTING STARTED

## 1.1 USING THE SEGA DREAMCAST HARDWARE UNIT



### Control Ports

Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

**Bang! Gunship Elite** is a one player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software.

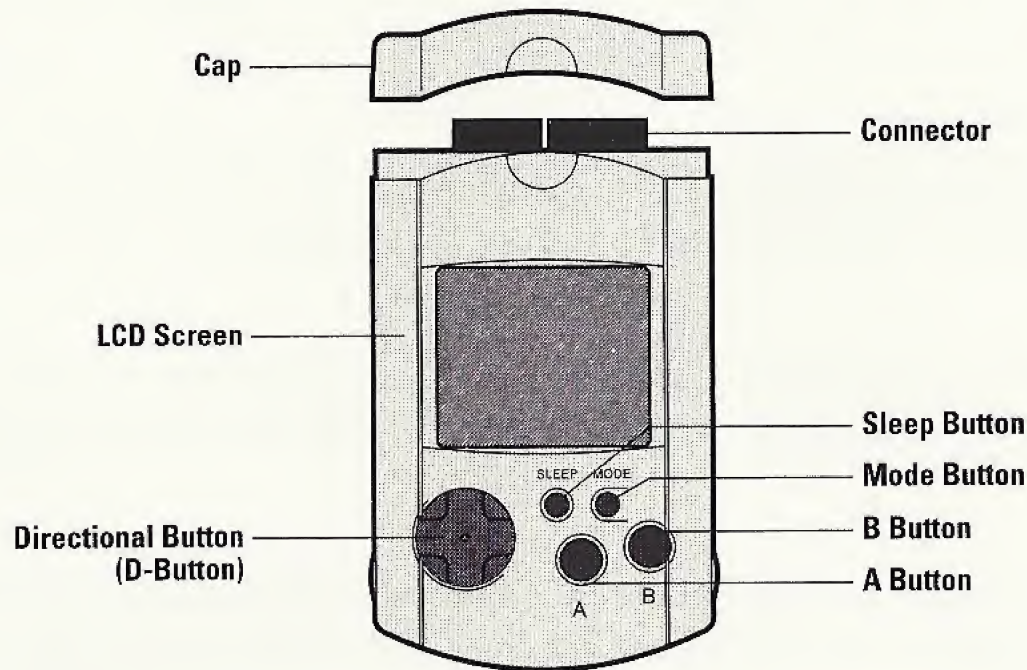
The game controls are all set to their default settings. To change the control settings, see 2.4 Options on p.11.

# GETTING STARTED

If you wish to use a Visual Memory Unit (sold separately) for saving games, insert the VMU into Expansion Socket 1 of the controller connected to Port A. **Bang! Gunship Elite** requires three blocks of free memory to save game data and five blocks of free memory to save configuration data.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

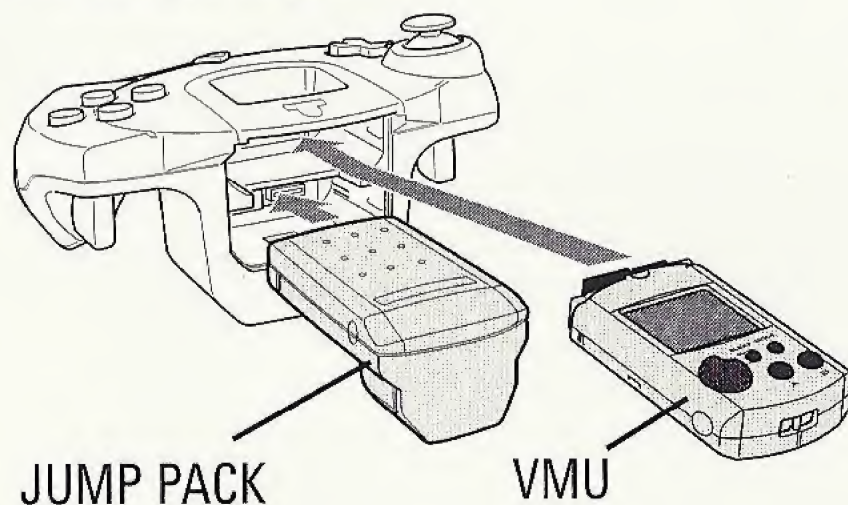
## SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



# GETTING STARTED

**Bang! Gunship Elite** is compatible with the Jump Pack (sold separately). To use this feature, insert the Jump Pack into Expansion Socket 2 of the Sega Dreamcast Controller. If the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

## SEGA DREAMCAST JUMP PACK™



- Select the appropriate menu item to proceed. Refer to the main menu section of this manual for menu item descriptions.

**NOTE** - To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

# GETTING STARTED

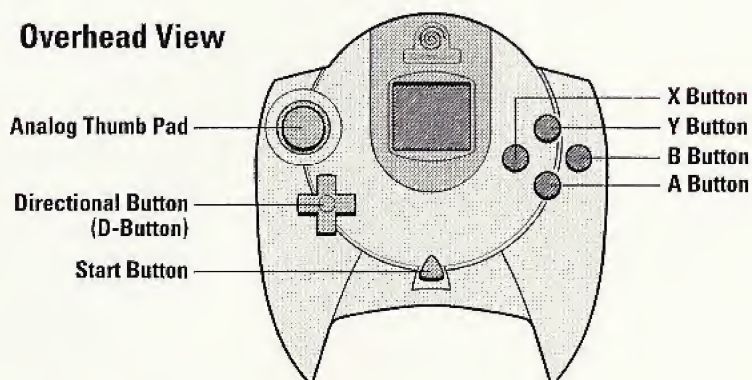
## 1.2 CONTROLS

The following list shows all initial or default button assignments. See section 2.4 under the **Control Options** heading for information on changing button assignments.

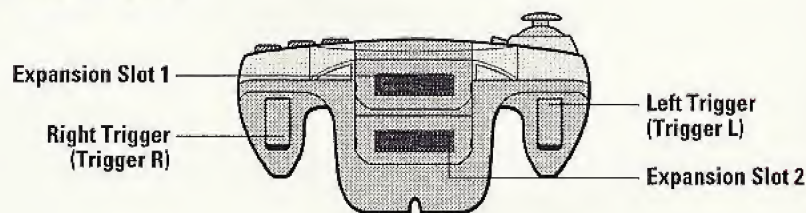
<b>A</b> .....	<b>Fire</b>
<b>B</b> .....	<b>Shield ON/OFF</b>
<b>Y</b> .....	<b>Next weapon</b>
<b>X</b> .....	<b>Previous weapon</b>
<b>Up</b> .....	<b>Center Target</b>
<b>Left</b> .....	<b>Left roll</b>
<b>Right</b> .....	<b>Right roll</b>
<b>Down</b> .....	<b>Closest target</b>
<b>Right Trigger</b> .....	<b>Accelerate</b>
<b>Left Trigger</b> .....	<b>Brake</b>

### SEGA DREAMCAST CONTROLLER

#### Overhead View



#### Forward View



Never touch the Analog Thumb or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.



# GETTING STARTED

## 1.3 MAIN MENU

After the **Bang! Gunship Elite** opening movie ends, the Main Menu appears.



**To navigate the menus**, press up and down on the Analog Thumb Pad. To select a menu item, press the A Button. Press the B Button to cancel and go back from any menu.

# GETTING STARTED

From the **Main Menu**, you have the following choices:

## NEW GAME

Selecting this menu item starts a new game.

**To save your game progress to a memory card**, choose the location of the memory card to which you would like to save your game progress.

**If you are not using a memory card**, simply press start or the A Button from the next screen to proceed. Your pilot data, including high scores and mission progress will not be saved.

After the memory card detection screen, enter a name for your pilot using the Directional and A Buttons to select the letters. Press the X Button to erase the last letter entered. Select your difficulty level, and then highlight START and press the A Button. For a more in depth look at playing a new game, see the **Playing the Game** section.

## LOAD GAME

Once you successfully complete a mission, **Bang! Gunship Elite** automatically saves the name, score, progress, time and date of your game to your memory card (if one is inserted). You cannot manually save a game otherwise. If you do not have a memory card, this data resets when you turn off the Sega Dreamcast Hardware Unit.

To load a previously saved game, select the name of the game from the list and press the A Button. When loading a game from this menu, you start at the beginning of the mission listed under the **Mission** heading.

Remember! To remove saved games on your memory card, you need to enter the memory card maintenance screen. For more information on how to free memory card slots, please refer to the Sega Dreamcast user manual that came with the Sega Dreamcast.

BANG! requires 3 Memory Blocks to save game data.

# GETTING STARTED

## SCORES

This is where you can find the best scores for all saved games. Each score in the list shows the Pilots' names, the highest mission achieved, rank awarded, and their final score. To view High Scores from other difficulty levels, select the difficulty from the bottom of the High Score screen.

## OPTIONS

This menu item allows you to change controller and volume settings. This is where you customize the game to your preference. See the Options section for more information on the contents of this menu item.

## 2.4 OPTIONS

### CONTROL OPTIONS

This menu item allows you to change the button assignments for the game.



To change button assignments, move to the action you wish to change by pressing the Analog Thumb Pad up and down. Choose an action by pressing left or right on the Analog Thumb Pad. Once you have made all control configuration changes, press the B Button to return to the options menu and save your changes to the memory card. Without a memory card, your configuration does not save once you turn the Sega Dreamcast off.

# GETTING STARTED

## SOUND OPTIONS

You can change the volume of the following sounds in the game. Select and change the sounds using the Analog Thumb Pad. Moving the slider to the left lessens the volume while moving it to the right increases the volume:

**Overall Volume** – Affects the volume of all sounds in the game and game menus.

**Music** – Affects the background music volume.

**Computer Messages** – this setting affects the volume of the ship's reporting system.

**Sound FX** – This includes all explosion, thrust, impact and sound effects.

**Narrator Voice** – the voice reading the briefings before each mission.

## 3.1 MISSION SELECTION

After starting a new game or loading a saved game, you go to the mission selection screen.

Below this, there is a listing of statistics from the last attempt at this mission. These statistics show the **Duration**, which is the time spent during the last mission, the **Hit Rate** showing the percentage of shots that reached their targets, and both the **Damage** and **Mission Scores**. The damage score indicates the damage points you inflicted on the enemy during your last attempt. The mission score is the last overall mission total score recorded.

Under the Scores heading, the **Best Score** tallies the best score your pilot has ever achieved for this mission, and the **Score** at the bottom is a running score of all missions completed.

The final row at the bottom of this screen is a listing of the available weapons you have at the beginning of the mission. The large number on each icon represents the amount of ammunition remaining for each weapon.

**To select a mission**, press up or down on the Analog Thumb Pad to scroll through each available mission. Remember, you must successfully complete a mission before you can move on to the next one. Select a mission by pressing the A Button.

*Remember! You can choose to replay a mission to improve your score or to win it using less ammunition, less shield and boost. You also could simply retrieve a weapon that you could not find previously. You can then start the next mission from a better position...*

## 3.2 BRIEFING

After confirming your selection, you access the mission's **Briefing**. Carefully watch the briefing video to gain valuable information on the details necessary to complete the mission at hand.

After the briefing video, the mission begins and you immediately enter your ship.

Once you gain control of your ship, it is important that you get a "feel" for the ship. Even the most seasoned pilots spend a few minutes getting up to speed with the flight controls and the instruments of a new ship.

*Remember! You are in hostile territory as the mission begins, so be careful and keep an eye out for enemies while you familiarize yourself with your ship.*



## RED STORM ENTERTAINMENT VIDEO GAME REGISTRATION

In order to better support you, please provide us with the following information...and please print.

Name

Address

City

State                     Zip

e-mail

Do You Want to Receive Info on other Red Storm products? Yes  No

Which Red Storm title did you purchase? \_\_\_\_\_ Purchase

Which of the following types of video games do you play? (check that all apply)

Action  Simulation  Strategy  
 Role Playing  War/Military  Classic/Puzzle  
 Sport  Other

What is your age?

Under 12  13-18  19-24  25-34  35-44  
 Male  Female

How many games do you purchase a year?

1-3  4-6  7-9  10 plus

What had the most influence on your decision to purchase this product? (check that all apply)

Brand name  Advertising/magazine  Product review  
 Friend's recommendation  RSE Website  Packaging  
 Topic/genre Retail flyer/advertising  Retail instore display

highly  
ive and  
ystems,

## 3.2 BRIEFING

After confirming your selection, you access the mission's **Briefing**. Carefully watch the briefing video to gain valuable information on the details necessary to complete the mission at hand.

After the briefing video, the mission begins and you immediately enter your ship.

Once you gain control of your ship, it is important that you get a "feel" for the ship. Even the most seasoned pilots spend a few minutes getting up to speed with the flight controls and the instruments of a new ship.

*Remember! You are in hostile territory as the mission begins, so be careful and keep an eye out for enemies while you familiarize yourself with your ship.*

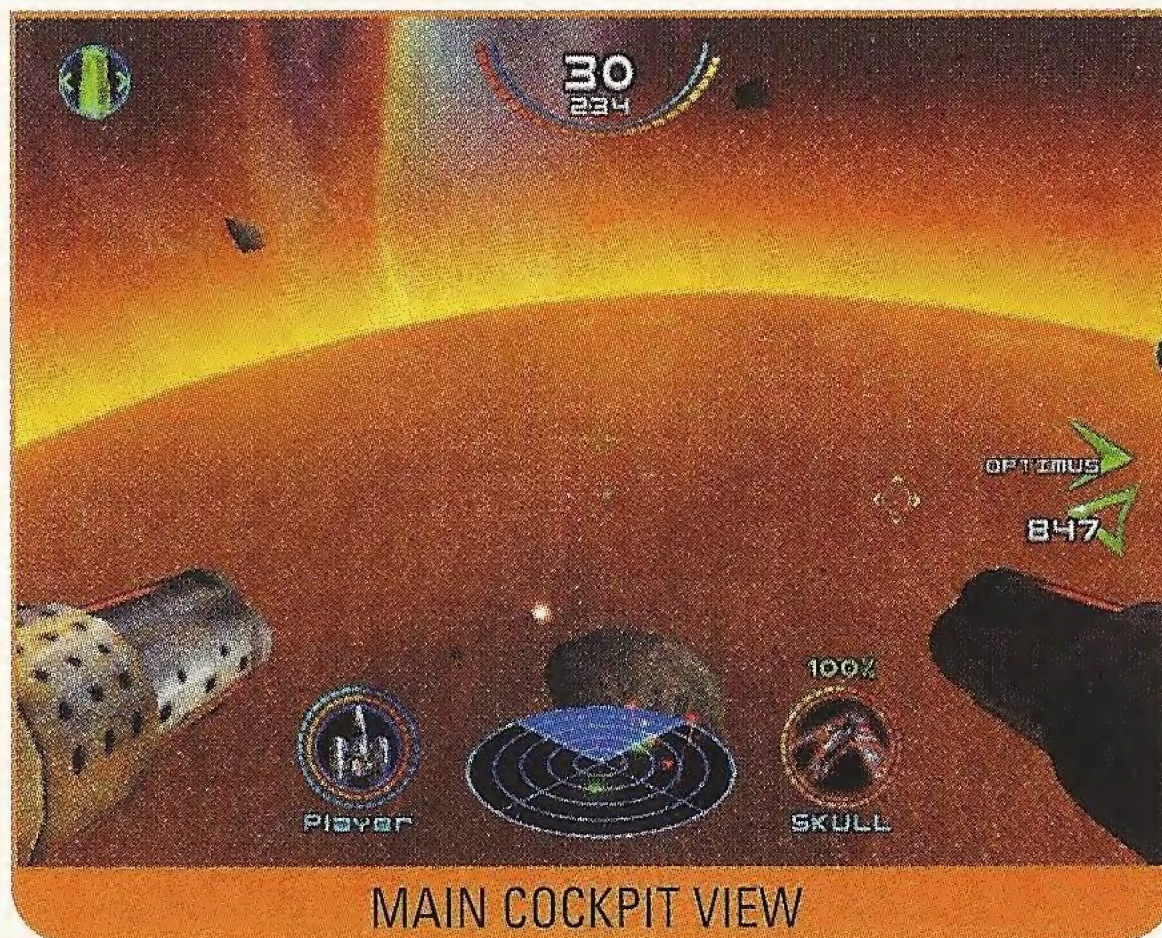


# HOW TO PLAY

## 3.3 INSIDE YOUR SHIP

### COCKPIT

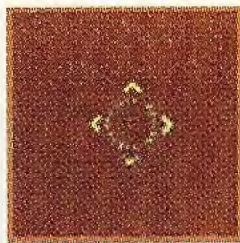
The cockpit is the view from which you guide your ship to victory. It contains a highly specialized grouping of instruments, each with highly accurate and efficient defensive and offensive capabilities. From this view, you control your ship's movement, targeting systems, defensive mechanisms, communications and weaponry.



MAIN COCKPIT VIEW

## MANEUVERING

No matter which control scheme you use, you steer the ship with the Analog Thumb Pad. When moving the Analog Thumb Pad, a small reticule moves in the direction you point. This small reticule is the ship's Reticule.



RETICULE

To maneuver your ship, move the Analog Thumb Pad in the direction you would like your ship to face, and then press the thrust button to move in this direction. The Reticule also aims your weapons, so try to move the reticule over your intended target before pressing the fire button to increase your accuracy.

## TARGETING SYSTEM

The targeting system installed in your ship allows you to view and maintain potential threats in your immediate vicinity. The targeting system helps determine the target's identity, the distance from your ship to the target, and the target's relative location. The targeting system is also capable of cycling through available targets and maintaining a lock on a target. You control these functions and view the status of the targeting system from the cockpit.



# HOW TO PLAY

## USING THE TARGETING SYSTEM:

While in battle, it is very important to know the location of all possible threats around you. Your ship's radar and targeting system has the ability to target the nearest hostile, or you can use the ship's controls to quickly cycle through the available targets.



RADAR

The radar, pictured above, shows all object locations around your ship. The radar sweeps in a full sphere around your ship. The blue pie shaped area at the top of the radar is the visible area you see looking out from the Cockpit View. Objects that are at eye level to your ship appear as a dot. Objects that are above you appear as , where the length of the line indicates the object's height relative to your ship. When the object is below your eye level, this symbol, , denotes the object's position. The colors of these dots represent the following:

Green	Friendly space craft
Blue	Bonus item (health, life, ammunition)
Orange	Unidentified, possible threat
Red	Enemy craft

To quickly jump from target to target, use the next and previous target selection button. Once the system acquires a target, an image of the target appears in the display just right of your radar, known as the Target Status Indicator, shown below.



## TARGET STATUS INDICATOR

From this screen, you can determine the target's identity, its appearance, and its hull integrity, denoted by both the orange ring around the target's appearance, and by the percentage above the indicator.



## TARGETING ARROW

Once acquired, an arrow such as the one above appears on the edge of your viewing area. This indicates the location of the target relative to your ship. The number appearing on the arrow shows your distance to the target. You must try to maneuver your ship in the direction the arrow points to quickly move the target into your viewing area. The number on the arrow indicates the target's distance from your ship.

Other arrows of different colors show the position of friendly ships, facilities, or upgrades in your area. This is often helpful when locating a desired weapon, or finding the portal after completing mission.

# HOW TO PLAY

## BONUSES

As you explore your area, you will find weapons, shield, and life upgrades, in addition to ammunition, floating in space. These have either been left behind for your benefit, or have been dropped by defeated ships. No matter the source, it is important that you acquire these upgrades to aid your path to victory.

## WEAPONRY

When you begin the first mission, your ship is outfitted with standard issue ion blasters as your only weapon. When you acquire a new weapon, an icon representing this weapon appears along the top of your viewable area. Once selected, the icon for the weapon you choose becomes highlighted, and you see the weapon mount outside your cockpit.

The benefit of the ion blaster is that your ammunition never expires. The drawback is the minimal damage this weapon inflicts. This is the case with each weapon available throughout the universe. There is a benefit and a drawback to each.

*Remember! If shots bounce back off a ship or another structure, this means that the weapon you are using has no effect on the target. You must therefore use a different weapon.*

## SHIELDS



### SHIP STATUS INDICATOR

A vital key to your survival is proper manipulation of your ship's defense system. The first line of defense is proper use of the targeting system to know where your enemy's location at all times. Once you know your enemy's position, you can defend your ship by activating your shields. Once activated, a blue shield surrounds the representation in the Ship Status Indicator.

Due to power restraints, you have a limited usage of shields. Once you activate the shields, the shield power meter (the blue meter surrounding the ship's representation in the Ship Status Indicator) shrinks until you turn the shields off again. Once your initial reserves of shields are gone, you will need to find shield bonuses before using the shield again during the mission.

*Important! The shields only protect your ship against enemy fire, not against crashes.*

**To Activate the Shields:** To toggle your shields on/off, press the Shield button to activate the shields.

# HOW TO PLAY

## LIFE



## SHIP STATUS INDICATOR

The orange ring around your ship in the Ship Status Indicator denotes your total Life remaining. Your energy level diminishes after each collision and each hit from enemy fire. Damage levels vary according to your speed in the case of collisions and to enemy firepower if you take a direct hit. Also, remember that some of your own weapons can cause damage if you fly within their blast radius. To boost your energy level, you must find and collect LIFE or HALF-LIFE bonuses during your missions.

## 3.4 PAUSE

You can **Pause** the game at any time by pressing the **Start Button** to bring up the in game menu.

By pressing the **Start Button**, you access the general game options (see **Options**) and can review your current mission objectives. To return to the game, press the **Start Button** again, or select **Continue Mission**.

# CREDITS

## RED STORM ENTERTAINMENT CREDITS:

Tom Clancy:	Chairman	Mike Eglington:	European Marketing Manager
Doug Littlejohns:	CEO and President	Chris Legrand:	European Marketing Assistant
Mike Oliver:	CFO	Elizabeth Loverso:	External Development Manager
Richard Wnuk:	EVP, Sales and Marketing	Wendy Beasley:	Senior Marketing Manager
Mike Lomas:	VP, Product Development	Charles Holtzclaw:	Product Marketing Manager
Robert Houston:	VP, Operations	Marcus Beer:	Product Marketing Manager
		Ruth Chaloner:	European Operations Manager
Steve Reid:	Director of Creative Design	April Jones:	PR Coordinator
Jason Snyder:	Director of Engineering	Mur Lafferty:	Internet Manager
Brian Upton:	Director of Game Design	Adrian Curry:	Fat Bloke
Carson Brice:	Director of Marketing	Michelle Benson:	Human Resource Generalist
Brad Smith:	Director of Sales	Stuart White:	Quality Control Manager
Rob Gross:	Director of European Sales	Deke Waters:	Technical Support Manager
		Scott Reid:	Lab Coordinator
		Beau Norris:	Lead Tester



## RAYLAND INTERACTIVE CREDITS:

Project Manager: Frédéric Gaulbaire  
Programming: Christophe Balestra  
Bernard Barthelemy  
Graphic Artwork: Nicolas Simon  
Aleksandar Ilic  
Xavier Oudot  
Music: Raphael Quercy  
Romain Gauthier  
Audio Production: Paul Zimmer at ZAP!  
Script Editor: Eerie Von Stellman



## Special Thanks:

Eric Soty  
Mathieu Simon  
Joe Gaulbaire  
Jury Constance  
Xavière Oudini  
Madame Titou et Theo  
Marti-Nico-Tine  
Isabelle Perche

## MANUAL CREDITS:

Deke Waters: Manual Text  
Catalyst Publishing: Manual Design & Layout

# TECHNICAL SUPPORT

Before contacting Red Storm Entertainment's Technical Support Department we recommend that you first read through this manual. Also browse through our FAQ listings, or search our support database at our website, <http://www.redstorm.com/support>. Here you will find the most recently updated information since the game's release.

## CONTACT US OVER THE INTERNET:

Our website contains the most up-to-date Technical Support information available free-of-charge. We update the Support pages on a daily basis so please check here first for solutions to your problems.

<http://www.redstorm.com/support>

## CONTACT US BY E-MAIL:

For fastest response via email, please visit our website at:

<http://www.redstorm.com/support>

From this site, you will be able to enter the Red Storm Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

If you don't have access to the World Wide Web, you can contact our Support Department by e-mailing them directly at [support@redstorm.com](mailto:support@redstorm.com). Please ensure that you include all vital information on the problem you are experiencing when sending email to this email address. It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

# TECHNICAL SUPPORT

## CONTACT US BY PHONE:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. **No hints and tips will be given out over the Technical Support line.** When calling our Technical Support line, please make sure you are in front of the Sega Dreamcast with the game running and have all the necessary information as listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 6 pm (Eastern Standard Time). We close daily from 12pm - 1pm EST. We also close at 5pm each Thursday.

**Please do not send any game returns directly to Red Storm Entertainment.** It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game to get the latest replacement policy and pricing.

## RED STORM ENTERTAINMENT'S TIPS LINE

All the hints, tricks and cheats you'll ever need! If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

(900) 288-2583 (CLUE). \$.95 per minute

## CONTACT US BY STANDARD MAIL:

If all else fails, you can write us at:

Red Storm Entertainment

2000 Aerial Center

Suite 110

Morrisville, NC 27560

Attn: Customer Support



## UBI SOFT ENTERTAINMENT, INC. LIMITED WARRANTY

Ubi Soft Entertainment warrants to the original purchaser that the optical media on which BANG! Gunship Elite is distributed is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ubi Soft, Inc. software program is sold "as is", without express or implied warranty of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from the use of this program. Ubi Soft, Inc. agrees for a period of ninety (90) days to replace defective media free of charge, provided you return the defective item with dated proof of payment to the store from which this product was purchased. This warranty shall not be applicable and shall be void if the defect in the Ubi Soft, Inc. software product has risen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS** - This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Ubi Soft, Inc. Any implied warranties applicable to this software product, including its quality, performance, merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft, Inc. be liable for any direct, indirect, special, incidental, or consequential damages resulting from possession, use, inability to use or malfunction of this Ubi Soft, Inc. software product or documentation, even if advised of the possibility of such damages. In no case shall Ubi Soft, Inc.'s liability exceed the amount of the license fee paid. The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

**TO REACH US ONLINE** - Access our Web Site at <http://redstorm.com>

UBI SOFT REPLACEMENTS, 2000 Aerial Center, Suite 110, Morrisville, NC 27560

### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Sega Dreamcast and the Sega Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Sega Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.

The SEGA logo is located in the bottom right corner of the page. It consists of the word "SEGA" in a bold, stylized, sans-serif font. The letters are white with a black outline, and a registered trademark symbol (®) is positioned to the upper right of the letter "A".

Red Storm Entertainment, Inc.  
2000 Aerial Center, Suite 110, Morrisville, NC 27560, USA  
[www.redstorm.com](http://www.redstorm.com)

© 2000 Red Storm Entertainment, Inc. All rights reserved. Bang! Gunship Elite™ is a trademark of Red Storm Entertainment, Inc. Red Storm Entertainment is a trademark of Ubi Soft Entertainment SA. Red Storm Entertainment, Inc. is a company of Ubi Soft Entertainment SA.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.

